

## Year 6 Curriculum Objectives 2021 – 2022: Term 3

Objectives in red were missed last year during lockdown

<p><b>SCIENCE</b>  <b>Evolution and inheritance: Inheritance, adaptation and evolution</b>                  Recognise that living things have changed over time and that fossils provide information about living things that inhabited the Earth millions of years ago.                  Recognise that living things produce offspring of the same kind, but normally offspring vary and are not identical to their parents. Identify how animals and plants are adapted to suit their environment in different ways and that adaptation may lead to evolution.</p> <p><b>Working Scientifically</b>                  planning different types of scientific enquiries to answer questions, including recognising and controlling variables where necessary                  taking measurements, using a range of scientific equipment, with increasing accuracy and precision, taking repeat readings when appropriate                  recording data and results of increasing complexity using scientific diagrams and labels, classification keys, tables, scatter graphs, bar and line graphs                  using test results to make predictions to set up further comparative and fair tests                  reporting and presenting findings from enquiries, including conclusions, causal relationships and explanations of and degree of trust in results, in oral and written forms such as displays and other presentations                  identifying scientific evidence that has been used to support or refute ideas or arguments.</p>	<p><b>HISTORY</b>                  A non-European society that provides contrasts with British history;  <b>Benin (West Africa)</b></p>	
<p><b>ART: SCULPTURE FOCUS</b>  <b>to improve their mastery of art and design techniques, including sculpture with a range of materials [for example, pencil, charcoal, paint, clay]</b>                  to create sketch books to record their observations and use them to review and revisit ideas                  about great artists, architects and designers in history.</p>	<p><b>COMPUTING: Scratch Maths Module 3</b>  <b>Computer Science-Computational Thinking</b>                  (identify and incorporate missed objectives from year 5)                  Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.                  Use sequence, selection, and repetition in programs; work with variables and various forms of input and output.                  Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.</p> <p><b>ONLINE SAFETY: Safer Internet Day / Keeping Myself Safe (SCARF) <a href="#">See Computing Curriculum</a></b>                  use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact</p>	
<p><b>PSHE</b>  <b>SCARF: Keeping Myself Safe</b></p>	<p><b>PE (Real PE)</b>  <b>Outdoor</b>                  Social Development</p> <p><b>Indoor</b>                  Real Dance</p>	<p><b>RE</b>  <b>Christianity unit 9 - (Who was Jesus?)</b>                  To know that:                  - Christians believe that:                  - Jesus is God's son; He is both human and more than human.                  - Jesus showed his divine power as a miracle worker.                  - Jesus' teaching and life give humans the perfect example.                  - How this influences Christian beliefs about life and death.</p>
	<p><b>SPANISH</b>                  Numbers 0-50                  Asking and answering questions: <i>see Milestones</i>                  Family members                  Verb: tener                  Jobs and occupations                  Classroom instructions  <b>Celebrations:</b>                  Día de Reyes</p>	